

HAND AND FOOT CARD GAME

6 Decks, including 2 jokers from each, for 4 or 6 players, 3-4 decks for 2 players.

Deal: Each player takes some cards from the shuffled pile and deals two stacks of 12 cards, looks at bottom cards, slides one stack to player on your left, and keeps one stack. If you can deal EXACTLY 24 cards from the pile you get 100 points.

Player can pick up either stack for play. The other stack is left for the “foot”.

Play: Each players draws 2 cards from pile to start their turn, and discards one card to end their turn. Rather than drawing 2 cards, a player may choose to pick up the discard pile.

Picking up the discard pile: a red or black three on top of discard pile blocks the next player from picking up the discard pile. You must have a pair in your hand, which matches the top card on the discard pile, to pick up the discard pile. Counting that top card, pick up top seven cards from the discard pile, or the entire pile if less than seven. You may only use the top card in the pile to count toward the points you need for your first lay down. After that, it takes just two matching cards in your hand to pick up pile. Cards must be in your hand, not in a meld on the table.

Lay down: Lay cards down as in rummy, at least 3 cards to a “set”, one of which can be “wild”. There must always be one more of the set card than wild cards. 2’s and jokers are wild. When playing partners, only one has to make the points to lay down; after the first lay down, both can play on these sets and add to them. You can have a meld of 7 wild cards.

Full set is 7 cards, 3 of which can be wild.

First hand, must have **50** points to lay down.

Second hand	90 points
Third hand,	120 points
Fourth (and beyond) hand,	150 points

Card values: 2’s and Aces	20 points
4-9	5 points
10, J, Q, K	10 points
Jokers	50 points

You must play all of your “head” hand to pick up your “foot” hand. If you can go out without discarding you may play cards in foot hand during this turn. If you must discard to go out, you play the foot hand at your next turn. When you play partners, your partner may pick up your foot if he/she has played both his head and foot hands.

Going out: To go out you must have at least 2 “Natural” sets, that is, no wild cards in set. Etiquette is to ask partner if he/she will allow you to go out. You must discard your last card to go out. Then points are counted, for and against. Usually game is played to 10,000-point total.

Cards left in hand (or unplayed foot) - Black 3 counts 300 AGAINST
Red 3 counts 500 AGAINST

Balance of cards in hand count as above,
against

Wild meld is worth 1,000 points in addition to the cards value.

Completed Natural sets count 500 points in addition to each cards value.

Non-natural sets count 300 in addition to each cards value.